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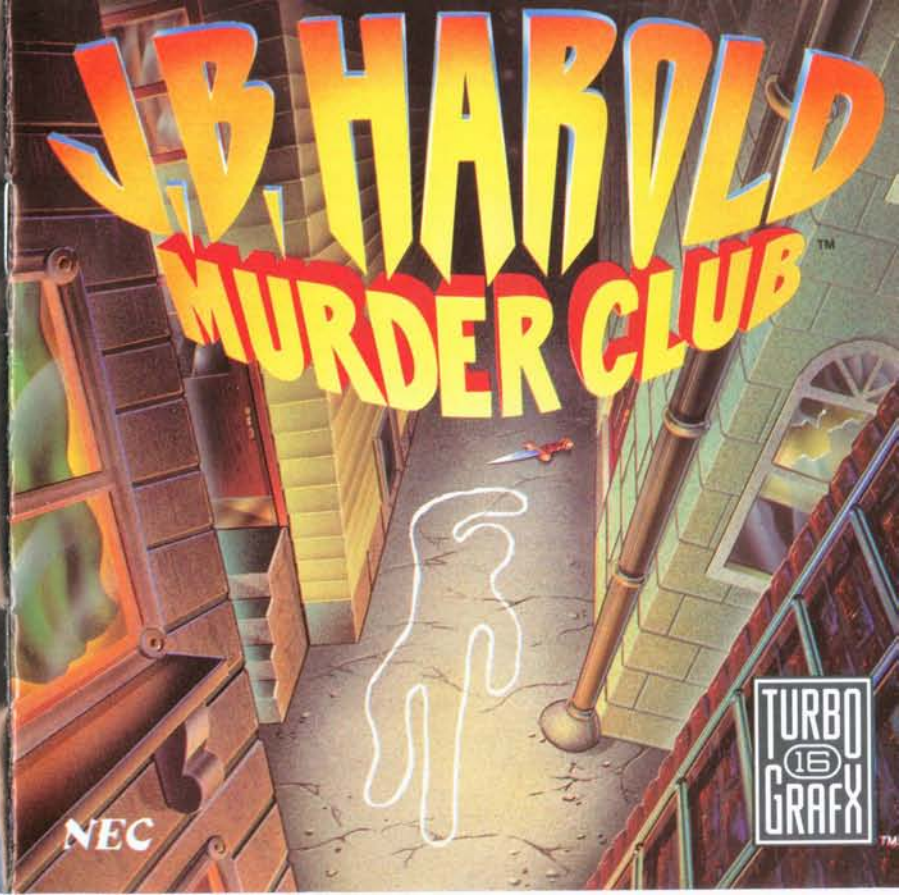
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TGM070019112M

J.B. HAROLD MURDER CLUB™



Thank You

...for Buying this Advanced TurboGrafx™-CD Game disc, "J.B. Harold Murder Club."



Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not use this CD game disc with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
4. Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
5. Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.

TurboGrafx-CD game discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboGrafx-CD Player. They will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

1. Keep your CD game disc clean!
2. Make sure the shiny, "signal reading" side of your CD disc is clean at all times.
3. If your CD disc does become dirty, wipe it clean with a soft cloth.
4. Make sure that the surface of your CD disc does not get scratched.
5. Take the CD disc carefully in and out of its case.
6. Never write on your CD disc. Writing on it may damage its surface or interfere with its operation.
7. Never bend your CD disc.
8. Do not try to make the hole in your CD disc larger!
9. Place your CD disc back in its case when you have finished playing.
10. Avoid high temperature and humidity.

Getting Started

1. Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2. Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4. Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your CD game disc facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Welcome to the Club. The Murder Club!

This is going to be a tough one, J.B., but at least you've been through it a million times before. You're old friend and former partner, Jad Gregory, has asked you to investigate the death of Bill Robbins. Jad seemed to think there was something unusual about Bill's death. You wander across the room to Jad's desk and find a notebook in the top drawer. You begin turning the pages and notice notes, maps, personal records and other evidence. This may be a long night, but then again, what night isn't when you're a member of the Murder Club?

Object of the Game

As famed investigator, J.B. Harold, attempts to uncover the mysterious circumstances surrounding the death of Bill Robbins. Begin by reading the postmortem examination and the letter from your old friend and former partner, Jad Gregory. Then begin your investigation, collect evidence, conduct interviews and accumulate information. Don't forget — your old partner is just dying to know: "Who did it?"

Post-mortem Examiner's Report



Full Name: William Robbins Sex: **M** F
Age: 34 Blood Type: A B **AB** O
Height: 6 feet 2 inches Weight: 173 pounds
Address: Lot 42, Liberty Town

Cause of Death: Excessive hemorrhaging.

Circumstances Surrounding Death: Stabbed repeatedly from behind with a sharp object. Found in the parking lot near the rear entrance of Houlington College.

Presumed Time of Death: Morning of the 8th, approximately 1:00 a.m.

Body Discovered by: Morton Bradley - Security Guard at the college.

Victim: William (Bill) Robbins Age: 34

Mr. Robbins was the Chairman of the Board of the Robbins Trading Company Ltd., headquartered in Liberty Town. He was living with his wife, Janet. His father, Edward, has resumed the position as the Chairman of the Board of the Robbins Company. His mother, Helen, died of cancer 20 years ago. He had a younger brother, Fred, and a younger sister, Kate. Fred is single, and Kate married into the Holding family, who are friends and neighbors of the Robbins family.

Immediately after graduating from a local university, the victim left Liberty Town and lived in New York for 5 years. During this time, he married his first wife, Dorothy, but she died during their second year of marriage. Since he was unsuccessful at his job in New York, he returned to Liberty Town. Upon his return, he joined the family business, which was managed by his father. One year ago, he took over for his father and entered the position as Chairman of the Board.

On the day of his death, the victim worked all day and left work at 8:00 p.m. At 10:00 p.m. he was seen at his favorite pub, The Hungry Fisherman. What he did during the intervening two hours is unclear at this point. It appears, that he was sipping bourbon with the piano player from The Hungry Fisherman, Sara Shields. According to the testimony of the pub manager, Paul Davies, the victim left the pub at about 11:30 p.m., but had a heated argument near the exit door with Stanley Howard, a regular customer. No trace of the victim was found until the time his body was discovered. According to the victim's family, it appeared that nothing was missing, so theft was ruled out as a motive. At present, the investigation is focusing on trouble at work and the possibility of a personal grudge.

Letter to J.B. Harold from His Friend and Former Partner, Jad Gregory.

Dear J.B.,
It has been such a long time, since I spent a silent, tranquil Tuesday night writing a letter to someone. I thought I could chase down suspects indefinitely despite my age, but I finally got the message that there comes a time in everyone's life for retirement. So at last I have made up my mind to bid farewell to the police business. My only regret is having to leave the case we just started working on, the death of Bill Robbins.

As you know, it looks like solving the Bill Robbins' murder case is not going to be the piece of cake that Chief Detective Taylor said it would be. The investigation hasn't progressed at all in 10 days. Any detective who doesn't put everything he's got into this investigation is going to get nowhere fast!

Make no mistake about it, the guy who solves this case had better be tenacious and have an uncanny ability to reason. Yes, J.B., this means I specifically want you and nobody else to take on this case.

Chief Detective Taylor has already agreed, but don't think he was happy about assigning you to this case. I guess you could say, he had to give in to a final request of a pesky old cop. It would make me a happy man, if you were to solve this case.

Do you remember the first time we met, J.B.? I could tell right away, that you had something special despite your age. Well, for me, J.B., you're the best partner I ever had. Our age difference would better suit a father and son, but I can tell you man to man, that I was proud to work with you.

Say "hi" to Charlie in the Identification Section for me — I owe him a lot. He never complained, even when we were working on tough investigations and he always produced topnotch results.

Please send my regards to Catherine White. She was always a pleasure to be around. Then there was Don Anderson, our District Attorney, who we ran into now and then (that's right, that inflexible, hard-headed D.A. — getting a search warrant or an arrest warrant out of him was like pulling teeth.) He and I go way back. He kept our wilder instincts in check and made sure a cop assigned to a case kept a cool head. Next time you see him, please give him my best.

KEEP ALERT!! Don't be fooled by lying suspects, J.B. Focus only on the truth, and you'll solve the case. But don't work too hard, or you'll lose sight of your goal. Remember, that this case is a tough one! I wish you the best.

Good Luck,

Jad Gregory

Jad Gregory

How to Play

Starting the Game

From the initial TurboGrafx-CD screen, press the Run Button. The opening demonstration will now play. To cancel this demonstration, press Button I.

The Liberty Town Police squad room will now appear.

This is where you start your investigation. After reading the letter from Jad, begin looking through the maps, personal records and other evidence that your old partner had accumulated.

Note: To read Jad's letter, you must choose INVESTIGATION REST first. Then choose INVESTIGATION.

Investigating

This game uses the "command selection" system. Your investigation progresses as you select commands from the windows that appear in each scene. Press Button I to open the windows. Then press the Direction Key up or down (or right or left in some cases) to select a command. Press Button I to enter your choice. Button II may be used to cancel the narration once it has started.

Note: The game begins with no narration. If you want the characters to speak, you must turn the narration "on" from the Investigation Rest Screen.

When a page is displayed at the bottom of the screen, you can turn the pages by pressing Button I.

Moving

Cursor movement on maps and command selection are used to move from one area of the investigation to another. On the maps, buildings which you can investigate at the present time are indicated by red flashing lights. To cancel the display, press Button II.

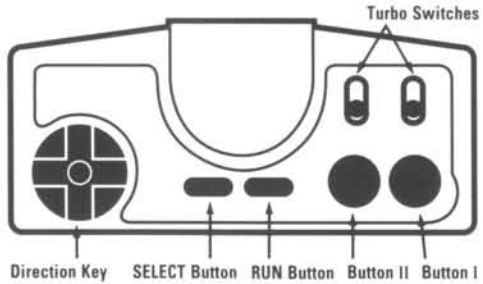
Moving by Means of a Map Use the Direction Key to align the cursor (box) with a building and press Button I. Hold Button II and press the Direction Key to make the map scroll.

Moving by Means of Command Selection When you press the SELECT Button on the map screen, the places to which you can move will be displayed. Use the Direction Key to select a place, and Button I to enter it. This can save time, instead of moving manually from place to place.

Operating Controls

Your investigation is conducted using your TurboPad Controller or "Thumbpad".

Here is a brief explanation of its components and functions.



Direction Key (8-way Controller)
Use along with Button II to make the screen scroll, to move the box (called a "cursor") and to select commands.

SELECT Button
Calls up the "command selection" on the map screen.

RUN Button
Starts the game. During play, the game can be reset to the beginning by holding down the RUN Button and pressing the SELECT Button.

Button II
Used to cancel choices made with Button I. When used with the Direction Key, makes the maps scroll. Use to cancel spoken dialog and any displays.

Button I
Enters selections made with the cursor (box). Press to cancel the demonstration screen. Also used to skip the beginning animation.

TurboSwitches
Should be in the "OFF" (down) position.

Note: This game cannot be paused by pressing the RUN Button. To pause, simply do not press any buttons on the controller.

Special Functions

J.B. Harold Murder Club contains several special features which make the game more interesting and fun. These special functions are explained below.

INVESTIGATION REST
Select INVESTIGATION REST at the Squad Room Screen, and the commands for the following special functions will be displayed.

ANALYSIS
This screen shows the relationships between people as determined by the investigation up to the present time. Using the Direction Key, align the cursor (arrow) with someone's picture on this chart and press Button I. You will get a brief introduction and a portrait of that person.

The more people you meet during the game, the more the chart analyzing relationships is filled in.

To cancel the display, press Button II.

INVESTIGATION
When you select this command, the status of the present investigation is evaluated according to four categories. A message from Jad Gregory concerning the status of the investigation also appears. The four categories in order from the top of the screen are:

Evidence
Interview
Interrogation
Information

To cancel the display, press Button II.

The status of your investigation is shown by these four categories. The more complete each line becomes, the further along you are in your investigation.

Bilingual Mode
Decide in which language the messages should be displayed: English or Japanese.

Narration
You can choose either English or Japanese narration or decide to eliminate the narration all together, by choosing Silent.

Note: To return to the squad room, choose "Continue".

Saving and Loading Data with your TurboGrafx-CD
"Save" (storing investigation data) and "Load" (loading the saved data back into the game) are executed using subcommands from the INVESTIGATION REST screen. You can save up to four pieces (or games) of investigative data. In this game, investigation data is stored in the interface under the title "J.B. Harold + (a number from 1 to 4).

Save can be used as often as you like. You must return to the squad room screen after you have saved your data and before you turn the machine off, otherwise you could lose your data.

Postscript and Playing Tips

As J.B. turned the last page of the notebook Jad had left behind, he noticed a memo hastily scribbled in his familiar handwriting. It was clearly a message he had written for J.B.

P.S.
J.B., I have just one request. Whatever happens, I want you to tell me the results of the investigation of this case. I'm sorry to bother you because I know how busy you are, but please make notes on how the investigation is going. When the case is solved, let me know by letter. I'm sure that just by looking at it, I'll be able to understand all the methods you used. Thanks, J.B.

Playing Tips

Know how to save your game! After you choose the "save" command, choose "continue" to return to the squad room, otherwise you could lose your data when you shut the machine off.

Don't give up to easily! If you find a piece of evidence and the rest of the house is empty, it doesn't mean the house will *remain* empty! Check back later and you could find additional pieces of evidence.

Talk to everyone more than once! People may brush you off at first, but do not get discouraged. Keep after your suspects! Sooner or later they will crack!

Call the TurboGrafx Hotline at 1-900-FUN-TG16 for additional game tips.

Please note: The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission

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This product is warranted for 90 days from the date of the first consumer purchase.

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This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

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 c) any shipment of the product (claims must be submitted to the carrier);
 d) removal or installation of the product;
 e) any other cause that does not relate to a product defect.

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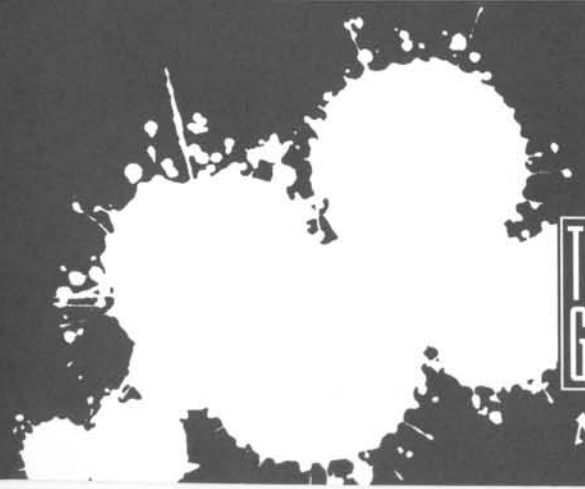
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J.B. HAROLD MURDER CLUB™

INVESTIGATION NOTES



TURBO 16 GRAFX™

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J.B. HAROLD MURDER CLUB™

PERSONAL RECORD



No.

NAME SEX (M • F)

AGE OCCUPATION

HOBBY NATIVE PLACE

BLOOD TYPE
(A • B • AB • O) ORGANIZATION

SPECIAL TALENTS AND LICENSES

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J.B. HAROLD MURDER CLUB

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EVIDENCE AND NOTES

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